PlayStation

NTSC U/C

PlayStation™

GHOST IN THE SHELL®

THQ INC.

TEEN
AGES 13+
CONTENT RATED BY ESRB

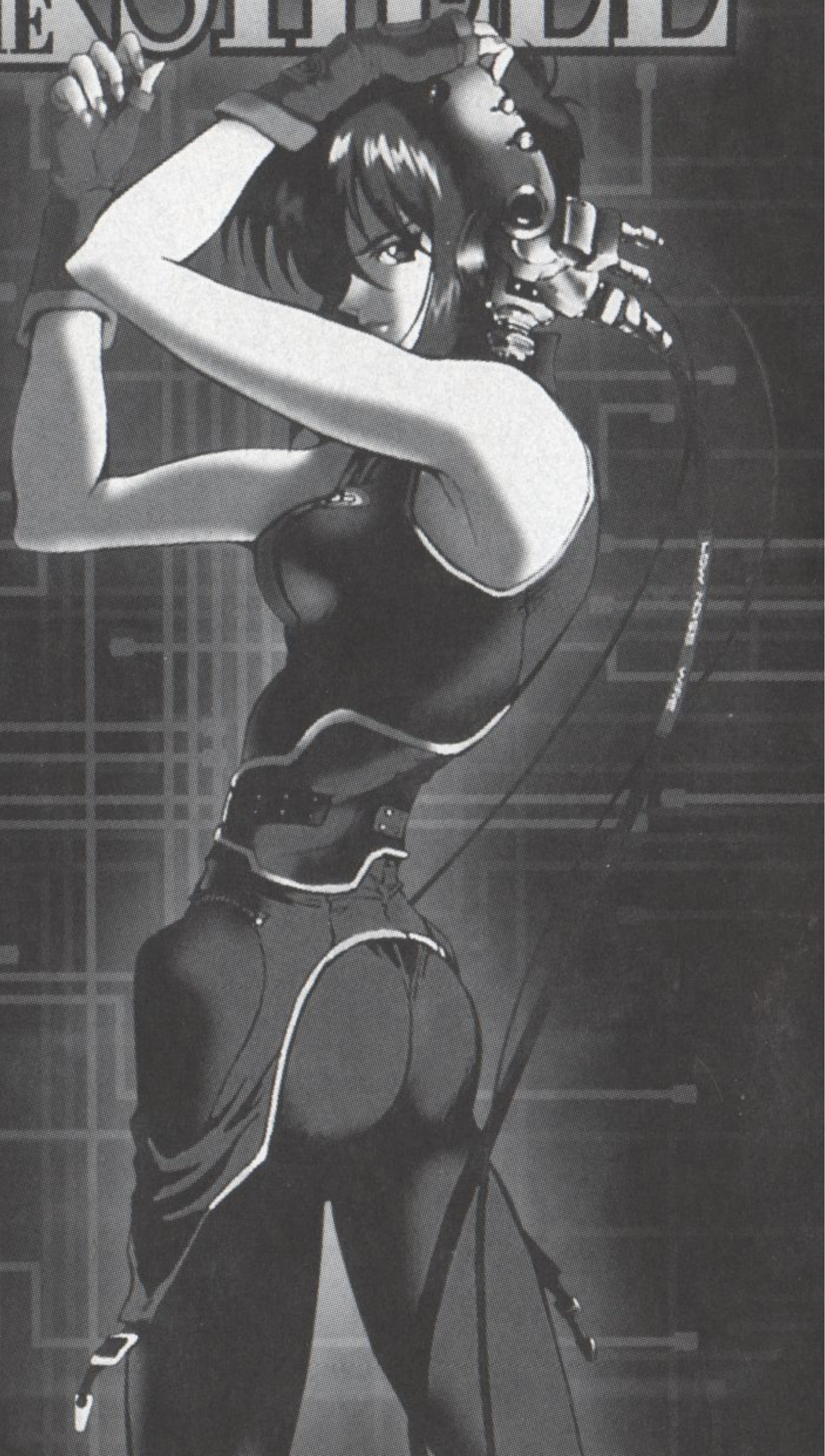
SLUS-00552

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

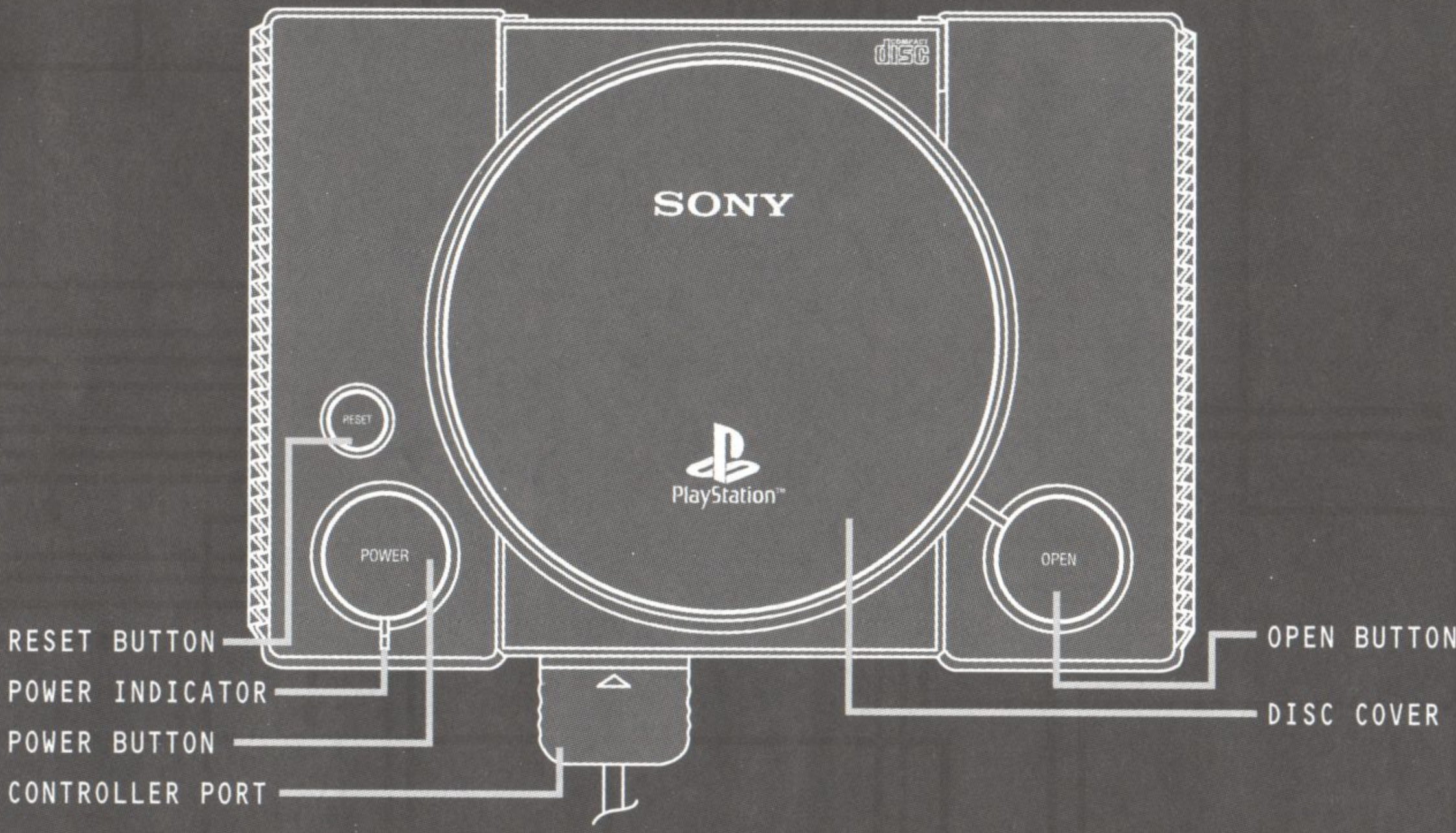
GHOST IN THE SHELL®



>CONTENTS

Getting Started . . . 02
Controls 03
Prologue 04
Character Data . . . 06
Title Screen 10
How to Play 14
Fuchikoma Actions . . 16
Techniques 18
Items 20
Training Mode 20
Missions 21
Enemy Data 24
Limited Warranty . . 29

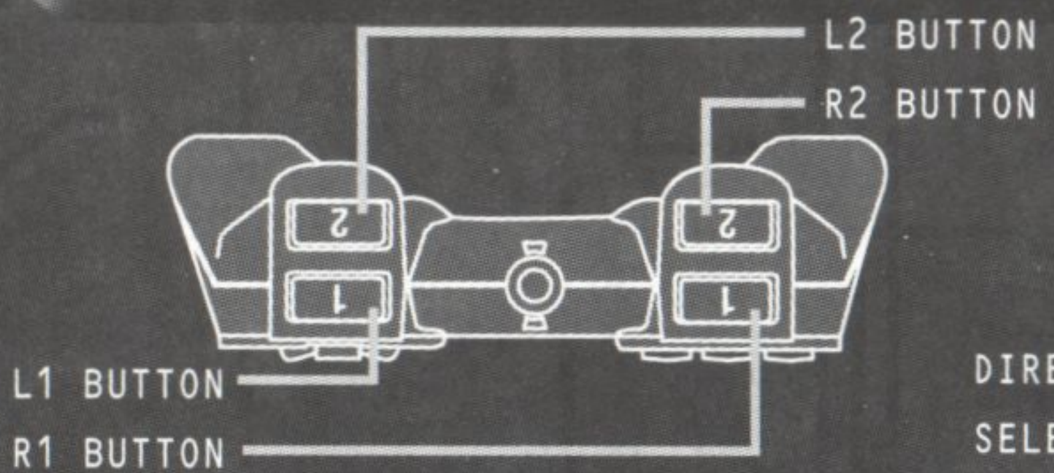
02/03 >GETTING STARTED

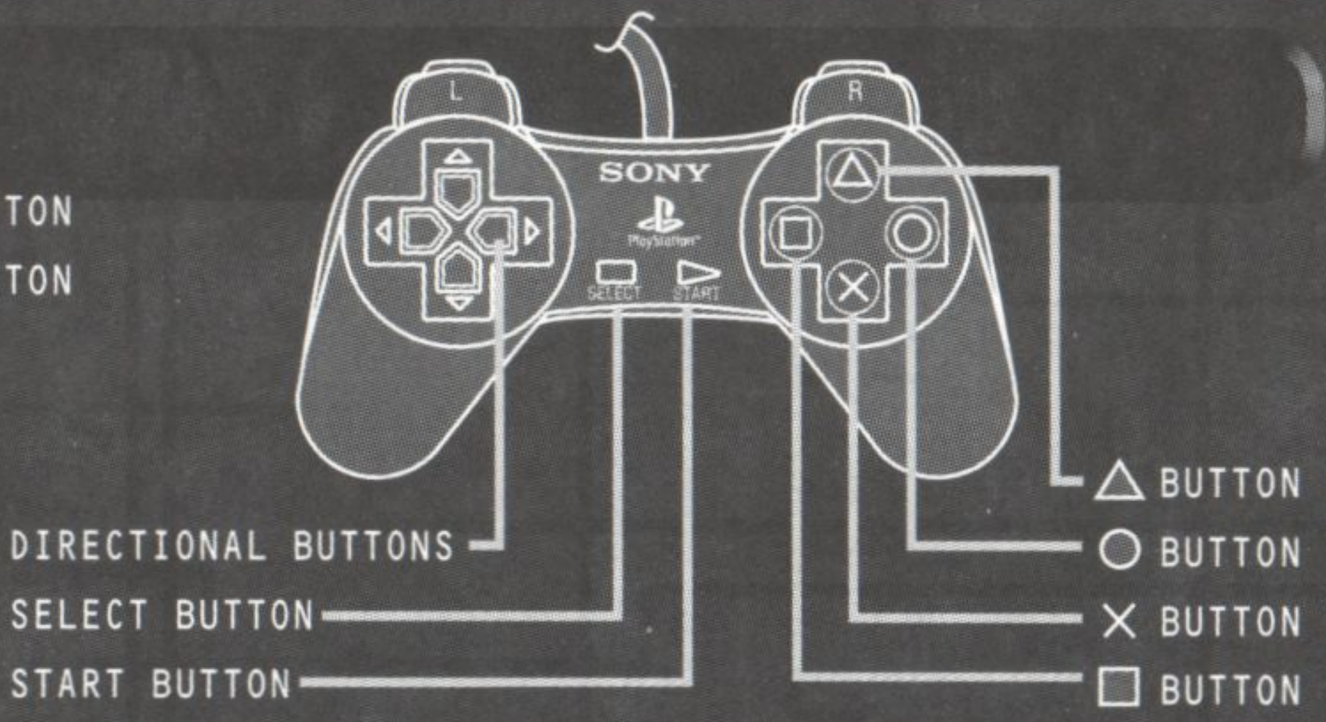


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the GHOST IN THE SHELL disc and close the disc cover. Insert a Game Controller in Controller Port 1 and turn on the PlayStation Game Console.

The game will begin with an animated sequence. Press the START button at any time to reach the Title Screen. At the Title Screen, press the START button to begin your mission.

>CONTROLS





Controller (default settings - can be changed in the Options Screen.)

Directional Buttons:	UP/DOWN: Forward, Backward LEFT/RIGHT: Rotate on the spot. LEFT/RIGHT+UP: Move Forward and rotate Left/Right. LEFT/RIGHT+DOWN: Quick backwards turn Left/Right.
■ Button	Fire the Balkan semi-automatic rifle. Hold to switch to "lock-on" mode. Release to launch locked-on missiles.
✖ Button	Jump. Release Stick-on mode. Confirm menu selections.
● Button	Launch Grenade.
▲ Button	Cancel menu selections.
START button	Display Pause Menu. Confirm menu selections. Skip cinema scenes. Skip mission scenes.
SELECT button	Switch viewpoint from 3rd person to 1st person.
L1 or L2	Slide left laterally.
R1 or R2	Slide right laterally.
L1+R1+UP	Dash Forward.
L1+R1+DOWN	Dash Backward.

NOTE: To reset the game, press START, select QUIT, and then press START again.

>PROLOGUE

PERSONAL LOG:

TOGUSA: PSB-S9 > 11.22.2029 07:32:51

They call me the "Rookie," the newest member of Public Security Bureau - Section 9. I was a detective for three years before they singled me out, putting me through vigorous training courses and a tough aptitude test.

Section 9 doesn't appear on any official government records; it's a covert assault organization designed to eliminate crime and its causes.

With the emergence and advancement of electronic technologies, criminals have become high-tech experts. Most of Section 9's interests are centered on hackers and terrorists, correcting crime centered on the Net. Hackers invade industries and government facilities through the Net, manipulating information, causing system black-outs and using different viruses to control the stock market and E-fund transfers. Terrorists, on the other hand, use their Net connections to sabotage, hijack, ghost hack and more. With so many wired cyborg individuals, even assassination via the Net is possible. As technology advances, crimes become more diverse and complex.

Section 9 was always busy. That's another reason they wanted me. My brain is wired...but not like the ones on the market. The newly designed Unified Sense and Fuchikoma Device has been loaded into

my system. I'm a test case. I guess I possess the accelerated aptitude power needed for artificial perception more than anybody else in Section 9. The Development Planner told me I could be the strongest Fuchikoma-driver ever, if the connection with my Fuchikoma is stable. Of course everyone in S9 realizes my potential and is waiting to see if this new toy really works. It's been three months since I joined the Unit. So far, I've only been able to perform little chores and menial jobs. Nothing has happened to prove myself to them, to test my ability... yet.

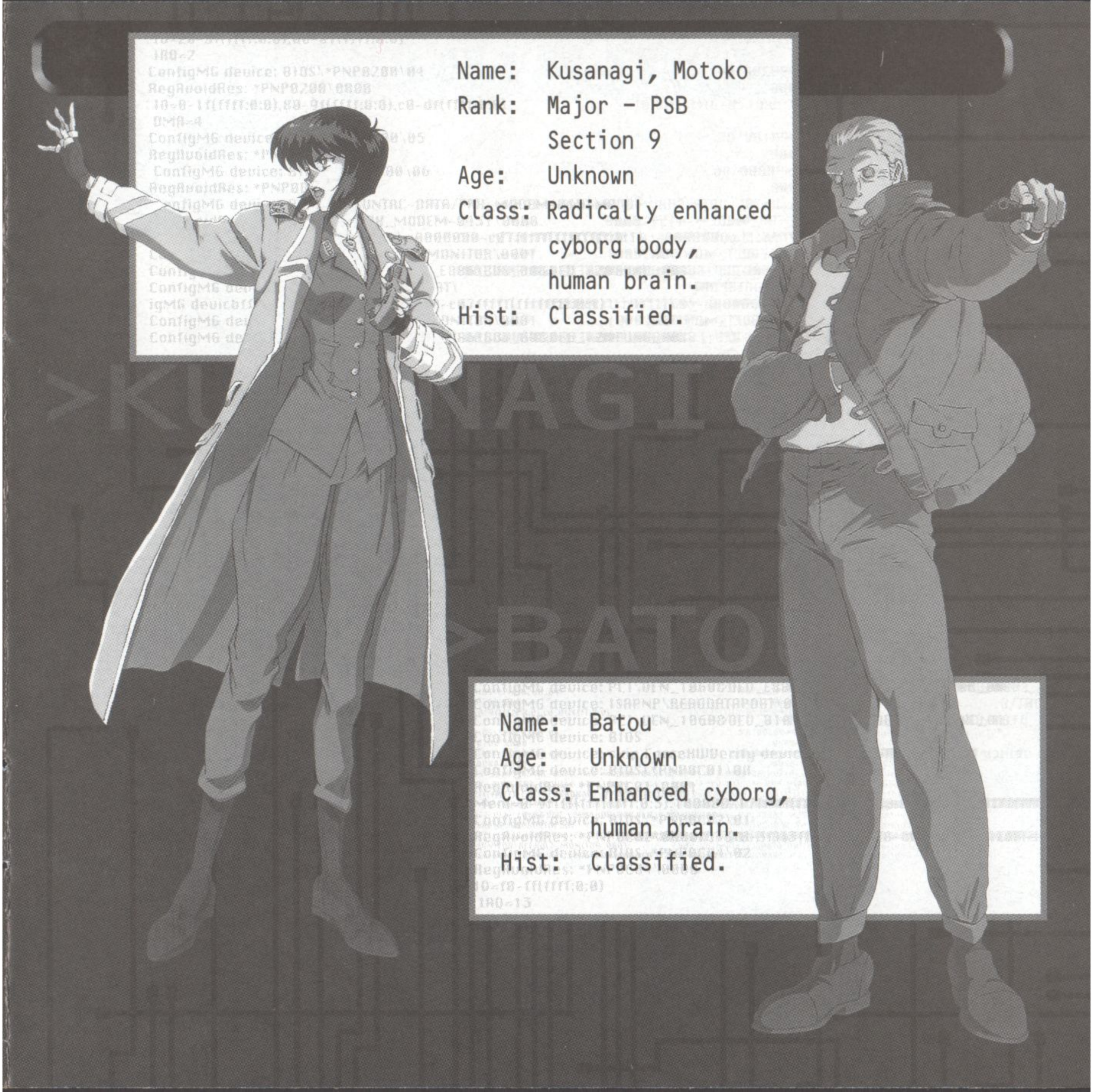
The Cyborg Body developer, Mega-Tech Body Corps' building in Newport City was just blown up. The bomb consisted mainly of B-compo explosives and nearly leveled the building. 88 people were killed and many more were wounded in the blast. Victims were mainly engineers and employees of Mega-Tech, plus a few passers by. The remaining rubble was hardly recognizable. Surprisingly, a few minutes after the investigation began, the terrorists themselves ran a crime statement into the Net, claiming responsibility. They call themselves the "Human Liberation Line" - some new kind of sect with a special grudge against cyborgs, it seems.

Ten minutes later, we were launching our Fuchikomas. My first battle isn't starting the way I had expected. The enemy's identity and purposes are unknown... and so are our odds...

>CHARACTER DATA

Name: Togusa
Age: 27
Class: Human. Standard cybernetic data implants. Prototype USFD* system.
Hist: Detective, Newport City Police, 3 years.

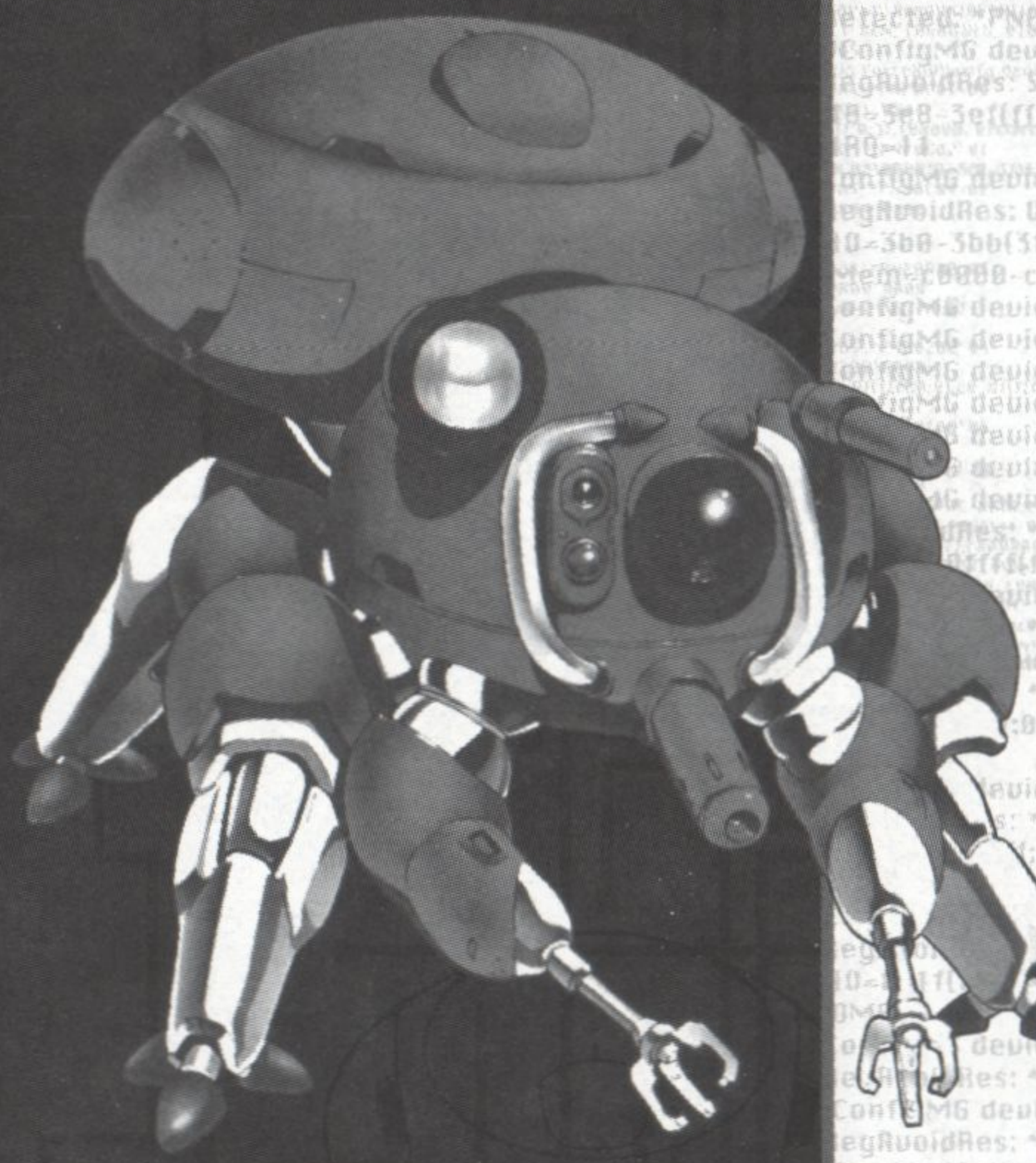
*Unified Sense and Fuchikoma Device- Experimental implant allowing user seamless access to FVR data throughput.


Name: Kusanagi, Motoko
Rank: Major - PSB
Section 9
Age: Unknown
Class: Radically enhanced
cyborg body,
human brain.
Hist: Classified.
Name: Batou
Age: Unknown
Class: Enhanced cyborg,
human brain.
Hist: Classified.

>CHARACTER DATA

Name: Ishikawa
Rank: Undercover operative, data-hack specialist.
Age: 37
Class: Human, cybernetic modifications for data processing & retrieval.
Hist: Classified.

Name: Aramaki
Rank: Head of PSB - Section 9
Age: Unknown
Class: Classified.
Hist: Classified.



Name: Fuchikoma

Class: Robotic vehicle - a collective artificial intelligence housed in numerous individual machines used by PSB S9. Units are data-linked at the end of missions to insure uniform performance.

Capac: Holds a single human or H-type cyborg. Can also operate by remote control or act independently.

Arm: Standard Balkan S-A rifles housed in manipulators, T1 lock-on missiles, B-type heavy grenade launcher, HVS resistant armor, all-terrain capable.

>FUCHIKOMA

>TITLE SCREEN

As the opening movie ends, the Ghost in the Shell title screen is displayed. You can skip any movie sequence by pressing the START button. There are 5 options in the Title Screen.

To cycle through the options, press the Directional buttons Left/Right. Make your selection by pressing the START or ✖ button.

During Sub-menu display, you can return to the Title Screen at any time by pressing the ▲ button.

MISSION START	Starts the main game
TRAINING START	Starts the Training Mode: Compete for the high score within the limited time
OPTIONS	Move to the Option Screen to change the settings for the game
MEMORY CARD	Access the Memory Card to Load or Save your game
SCORE RANKING	Displays scores and rankings for both the Mission and Training Modes

>MISSION START

When you select Mission Start at the title screen, it opens a selection window from which you can select any previously completed level. Select by pressing the Directional Buttons Left or Right, then press the START or ✖ button.

*If you have not completed any of the Missions, you will only be able to select Mission 1.

>TRAINING START

By selecting Training Start, you will go directly to your Fuchikoma in the training area. See page 24 for information on training procedures.

>OPTIONS

There are 7 options to change in the Option Screen. Select with the Left/Right Directional Buttons and press the START or ✖ button to confirm. During any Sub-menu display, you can return to the previous screen without changing the settings by pressing the ▲ button. Your current settings are displayed in the lower part of the screen.

EXIT	Return to the Title Screen.
KEY CONFIG.	Select the button configuration for your controller. Choose from type-A through type-D.
SOUND CONFIG.	Select the sound type: Monaural, Stereo, or 3-D Effect Stereo (note: when you select 3-D Effect, turn off TV surround sound.)
SCREEN CONFIG.	Select the screen type: Normal - Play with the regular TV monitor setting. Wide - Play the game through a wide angle lens view.
MOVIE CONFIG.	Select to view the animations during the game. On - View the animation cut-scenes as they arise. Off - Remove all cinemas from the gameplay

>TITLE SCREEN

MISSION CONFIG. Select to view mission descriptions during game.
On - View the briefing segments before each mission.
Off - Remove all mission descriptions from the gameplay.

MOVIE REPLAY View all cinema scenes previously seen. Press the Up/Down Directional Buttons to highlight the movie scene and press START or the ✖ button to select. Training Mode evaluations can also be replayed here.

>MEMORY CARD — SAVE & LOAD

SAVE - Save your progress to a Memory Card. Highlight SAVE and press the START or ✖ button. Next, select the block to save by pressing the Up/Down Directional Buttons. Press START or ✖ to select the block. Finally, choose OK to confirm the save, or CANCEL to change the selection. The ▲ button will also cancel your selection.

LOAD - Read your saved data from a Memory Card. Highlight LOAD and press the START or ✖ button. Next, select the game to load by pressing Up/Down Directional Buttons. Press START or ✖ to select the block to load. Finally, choose OK to confirm the load, or CANCEL to change the selection. The ▲ button will also cancel your selection.

Before you Save or Load, make sure a Memory Card is inserted into the game console. You cannot save or load games without a Memory Card. Do not remove or insert the Memory Card while you are saving/loading games. You can only access the Memory Card in Memory Card slot 1.

>SCORE RANKING

If your score is sufficiently high at the end of the game, you will be allowed to enter your initials. The ranking displays the top 5 scores for the Mission Mode and Training Mode.

Mission Mode Scores - Ranked in order by score, the Mission Mode shows how many targets have been destroyed.

Training Mode Scores - Ranked in order by score, the Training Mode displays the Training Class each player has achieved.

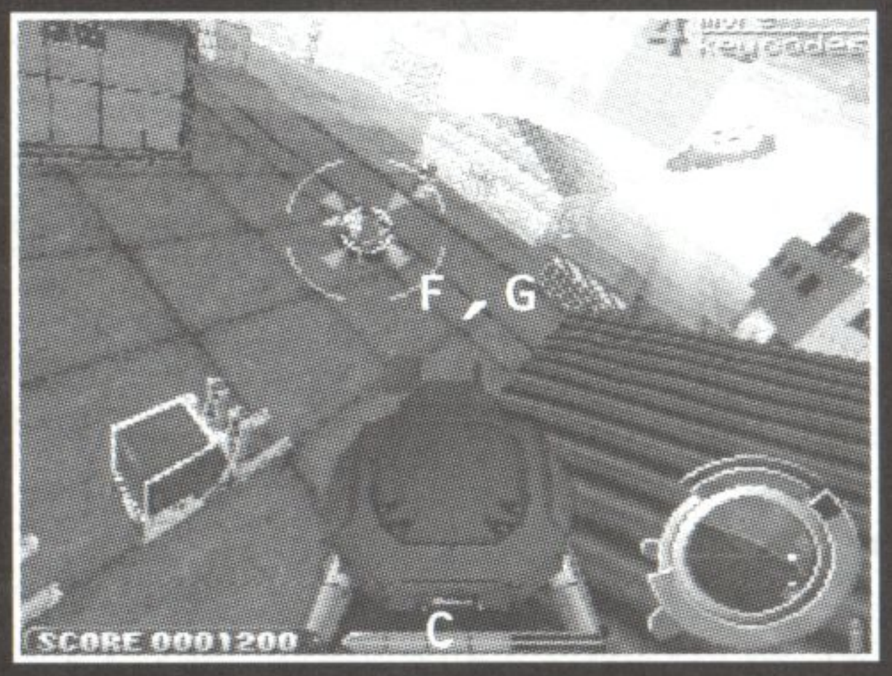
>CONTROLLER

Select to change the Controller configuration to one of four possible configurations.

>HOW TO PLAY

>GAME SCREEN

Displays the score, enemy positions, target positions, and mission area with the Fuchikoma in the center.



A> SHIELD GAUGE - Displays remaining shield/health. When it turns entirely red, the Mission has failed and your game is over.

B> STATUS INDICATOR - Displays danger level according to remaining shield energy and enemy positions.

C> LOCK ON GAUGE - Displays lock on status.

D> REMAINING GRENADES - Displays the number of grenades left in your inventory.

E> MESSAGE FIELD - Displays different messages at various times.

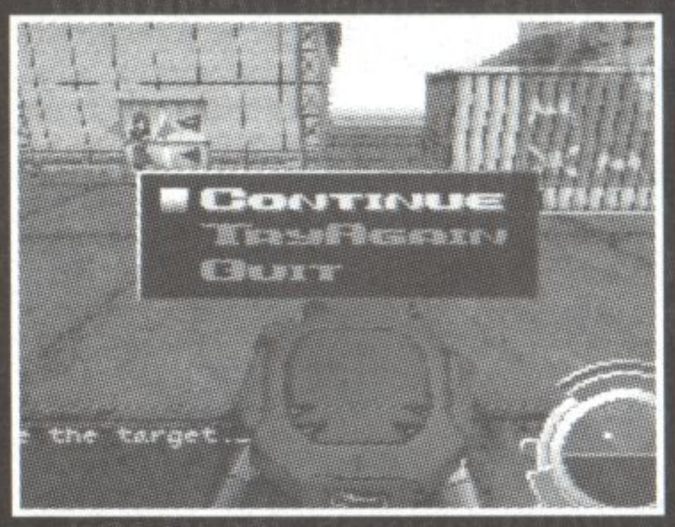
F> LOCK-ON MARKER - Indicates which enemy your missiles are locked onto.

G> ENEMY MARKER - Marks all enemies that approach your Fuchikoma within a valid attack range. This will disappear within a short period of time.

H> NAVIGATION SYSTEM - Displays the target to attack in each stage, or an arrow showing the direction you must go to complete the level. *Other messages and graphics will appear in this area, depending upon the situation.

>PAUSE MENU

The Pause Menu appears when you press START during a game.

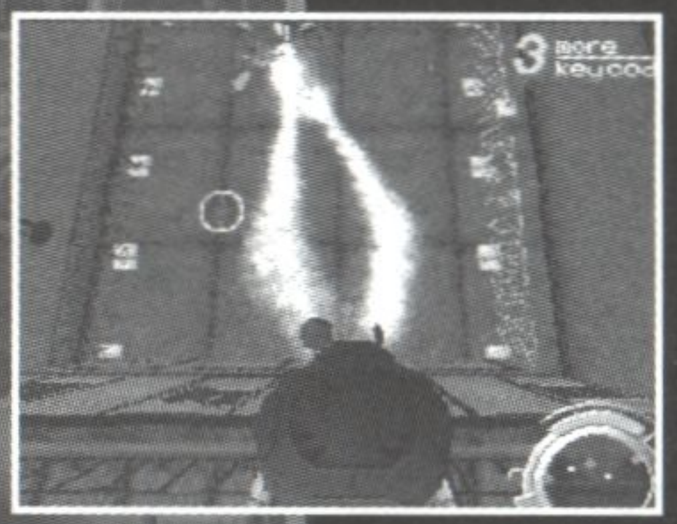


CONTINUE	Continue Game
TRY AGAIN	Re-start the current mission. Your score will be cleared.
QUIT	Return to the Title Screen. If you select Quit, your score will be cleared.

>FUCHIKOMA ACTIONS

BALKAN ATTACK

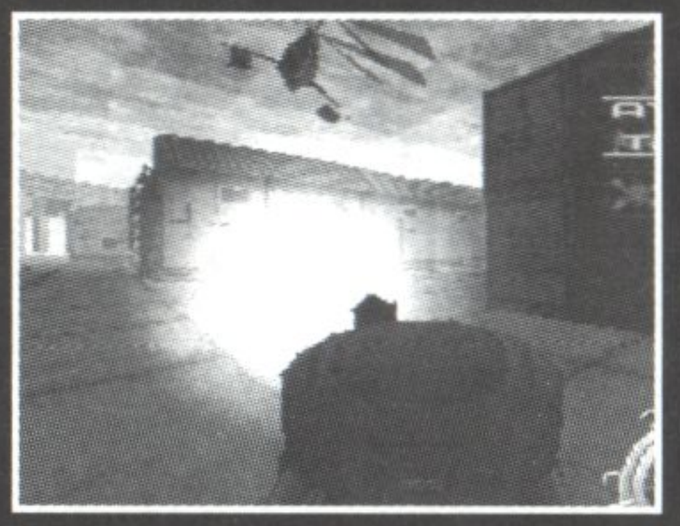
When you press the ■ button, it launches the Balkan semi-automatic rifle Attack. Pushing the trigger once fires 6 rounds of ammunition. This weapon shoots directly in front of your Fuchikoma, with a variable height sensor to attack enemies above you.



LOCK-ON MISSILE ATTACK

By holding down the ■ Button, your Balkan weapon will fire for a short time, then will switch to Lock-On Mode. The longer you hold the ■ Button, the more missiles you can lock-on, up to a maximum of 6. When you release the ■ Button while Locked-On, the tracking missiles will launch.

If you hold the ■ Button too long, you will lose the Lock-On Mode. If an enemy damages your Fuchikoma while in Lock-On mode, you will lose the Lock-On and have to recharge it again. Everything within your valid range will be targeted, with the target closest to your Fuchikoma taking the most damage.

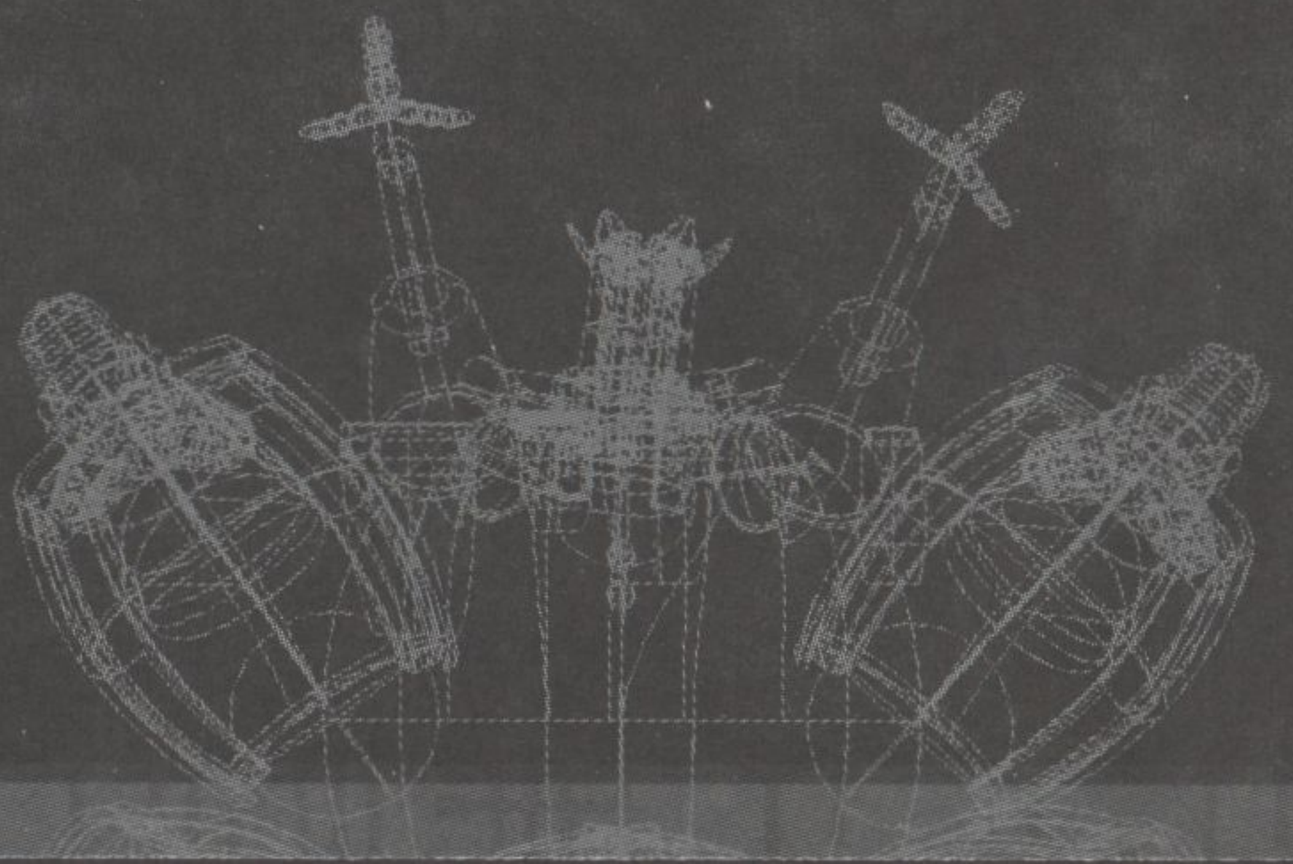


GRENADE LAUNCHER

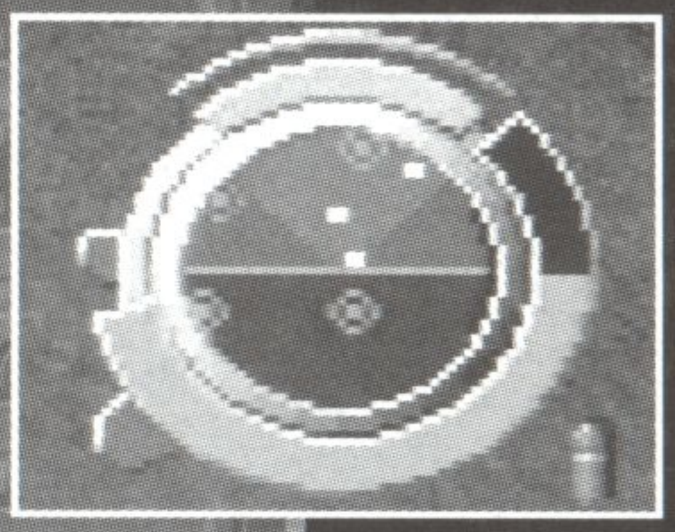
Press the ● button to launch a grenade straight ahead of the Fuchikoma. The explosive grenade will cause extensive damage to all enemies in the area. Fuchikomas are equipped to carry a maximum of 3 grenades.

SURFACE CLIMBING CAPABILITY

When an obstacle is in the way, your Fuchikoma can cling to the obstacle and maneuver over it, climbing on walls and ceilings. Press the ✖ button and your Fuchikoma will jump off of the obstacle, dropping to the ground. This capability is useful for avoiding certain attacks and for reaching items or enemies in different areas. Keep in mind that there are certain surfaces your Fuchikoma cannot climb.



>TECHNIQUES

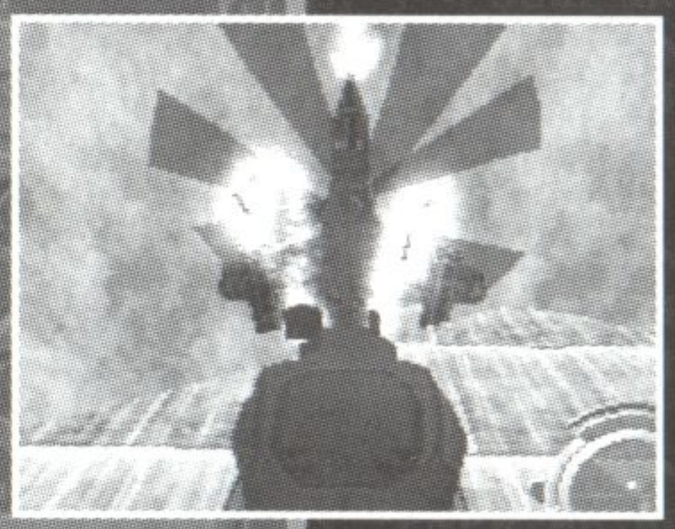


USE THE RADAR

Each mission objective is to destroy certain designated targets. If you're not sure which way to go, check the radar - it displays the position of all enemies and targets, in relation to the Fuchikoma, for each mission.

USE SLIDE & DASH EFFECTIVELY

Practice the Dash and Slide techniques. These are much faster than the Fuchikoma's normal walk, and will save you time. Slide to dodge enemy attacks and move quickly without changing viewpoints. By using the Dash with the jump, you can jump further and move quicker.



CLIMBING ATTACK

On the ground, your missiles cannot Lock-On certain enemies in the air. Use your Fuchikoma's climbing abilities to scale buildings or other objects and destroy these enemies.

AXIS TURN

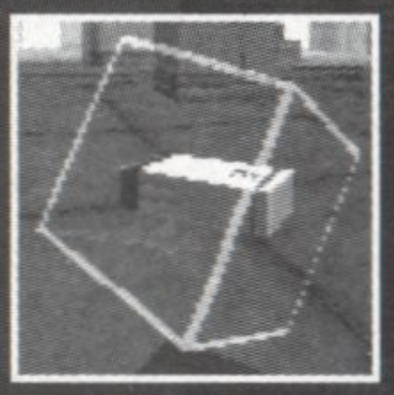
When you fight certain powerful enemies, you won't be able to turn backwards. You will have to move parallel to your enemy, attacking while rotating.

Keep your target in your sights and watch carefully for dangerous attacks.

>Press the Left Directional Button plus the R1 Button to move right while turning counterclockwise.

>Press the Right Directional Button plus the L1 Button to move left while rotating clockwise.

>ITEMS



ENERGY PACK

Restores energy to your shield. There are 2 types of energy packs. One recovers a large amount of health, the other recovers a small amount. You cannot pick up energy packs when your shield has reached its maximum charge.

GRENADE

Pick these items up to re-stock your grenades. Your Fuchikoma is designed to carry 3 grenades. Once you have the maximum number of grenades, you cannot retrieve any more.

>TRAINING MODE

There are 6 different areas in the Training Mode, each with a time limit and a certain number of targets to destroy. If you destroy the specified targets within the time limit, you can proceed to the next area. Your time will be extended as you enter each new area.

If your shield gauge or time limit reaches zero, or if you clear all targets, the training is over. Your score and class (rank) will be displayed, followed by an animated evaluation of your performance. If your score is sufficiently high, you will be able to enter your initials in the ranking.

>MISSIONS

Ghost in the Shell contains 12 missions to complete. Before each stage begins, there is a briefing which allows you to view the area and plan your strategy.

Mission 1. **AN ASSAULT.** The Bay Area.
The warehouse door has been secured with a coded lock. To release the lock, you must destroy the targets and secure 4 key codes.

Mission 2. **BLACK WATER.** The Sewer.
One of the terrorist leaders has escaped into the sewer system; seek and destroy.

Mission 3. **FIRECRACKER.** The Complex.
Time coded bombs have been planted in 3 different areas and are designed to cause a chain reaction if any one of them explodes. Destroy the bombs within the given time limit, or the area will explode.

Mission 4. **CHASE I.** On the Sea.
Use a high-speed aquatic hydrofoil to pursue the enemy at sea.

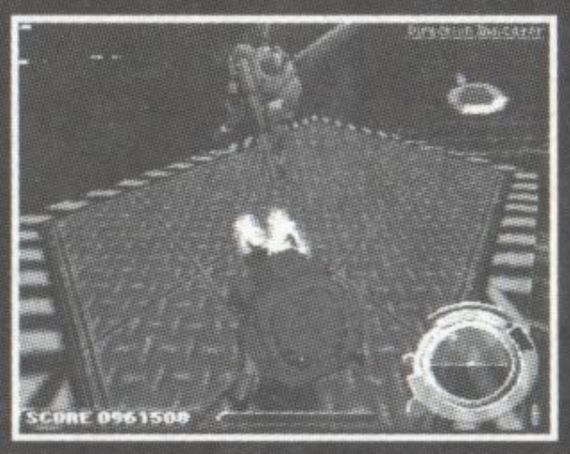
>MISSIONS

Mission 5. **AN INVISIBLE SHADOW.** The Old City.
Pursue the optical cloaking equipped cyborg Farvarshi, and destroy.

Mission 6. **CHASE II.** The Speedway.
Destroy the enemies on the speedway before they escape into the city.

Mission 7. **VILLAINS LURKING IN THE CITY.** The City.
There has been an outbreak of terrorist activity in Newport City. Destroy the targets designed to guard each block and put the area under control.

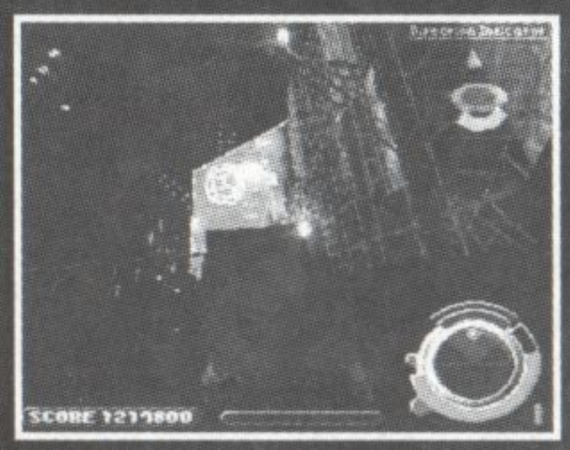
Mission 8. **THE ENCOUNTER IN THE DARKNESS.**
Underground Passageway.
Rush into the maze-like Underground Passageway and destroy all enemies.



Mission 9. **WORMWOOD.** Aeropolis II/GeoFront.
Shut down the enemy power reactor.

Mission 10. **CUTTING OF THE CENTRAL NERVE.**
Aeropolis II/The General Floor.
Take command of the control room on the 97th floor of Aeropolis

Mission 11. **PUSH UP FROM THE BOTTOM!**
Aeropolis II/The Duct.
Navigate the extensive air duct system of Aeropolis to reach the roof top.



Mission 12. **THE DARKEST HOUR IS THAT BEFORE THE DAWN.**
Aeropolis II/The Rooftop
Go through the construction area and terminate the target on the rooftop.

>ENEMY DATA

HUMANTYPE "SPEAKERS"

There are various types of human-shaped, Ghostless 'bots. These enemies will attack with a variety of hand-held weapons.

ARAKONE

These quick enemies are equipped with lasers and are able to climb walls or objects like your Fuchikoma. During Mission 1, they hold the access keys needed to open the warehouse door.

MARS I

Designed to guard certain areas, a Mars I unit launches missiles as proximity sensors detect the approach of your vehicle.

SMART BOMB

This small, mobilized bomb explodes when approached. If other smart bombs are nearby, detonation will cause a chain reaction.

KTL-II

This gigantic artillery battery, developed to keep control of the city, can maintain an entire city block by itself. In mission 7, you have to destroy all the KTL-II units.

ESPADON

A large weapon with Thermal Optical Cloaking capabilities awaits your arrival in the warehouse in Mission 1.

WINNER 1997 WORLD ANIMATION CELEBRATION AWARDS
"Best Theatrical Feature Film" & "Best Director of a Theatrical Feature Film"

MAMORU OSHII'S ANIMATED THRILLER

GHOST IN THE SHELL

IT FOUND A VOICE... NOW IT NEEDS A BODY

In a world caught in the grip of information overload, only the Ghost exists to determine who is alive and who is purely a creation of the Net. A movie that questions our own human existence in the fast-paced information age, Ghost In The Shell is a complex and explosive animated cyber-tech thriller from Masamune Shirow.

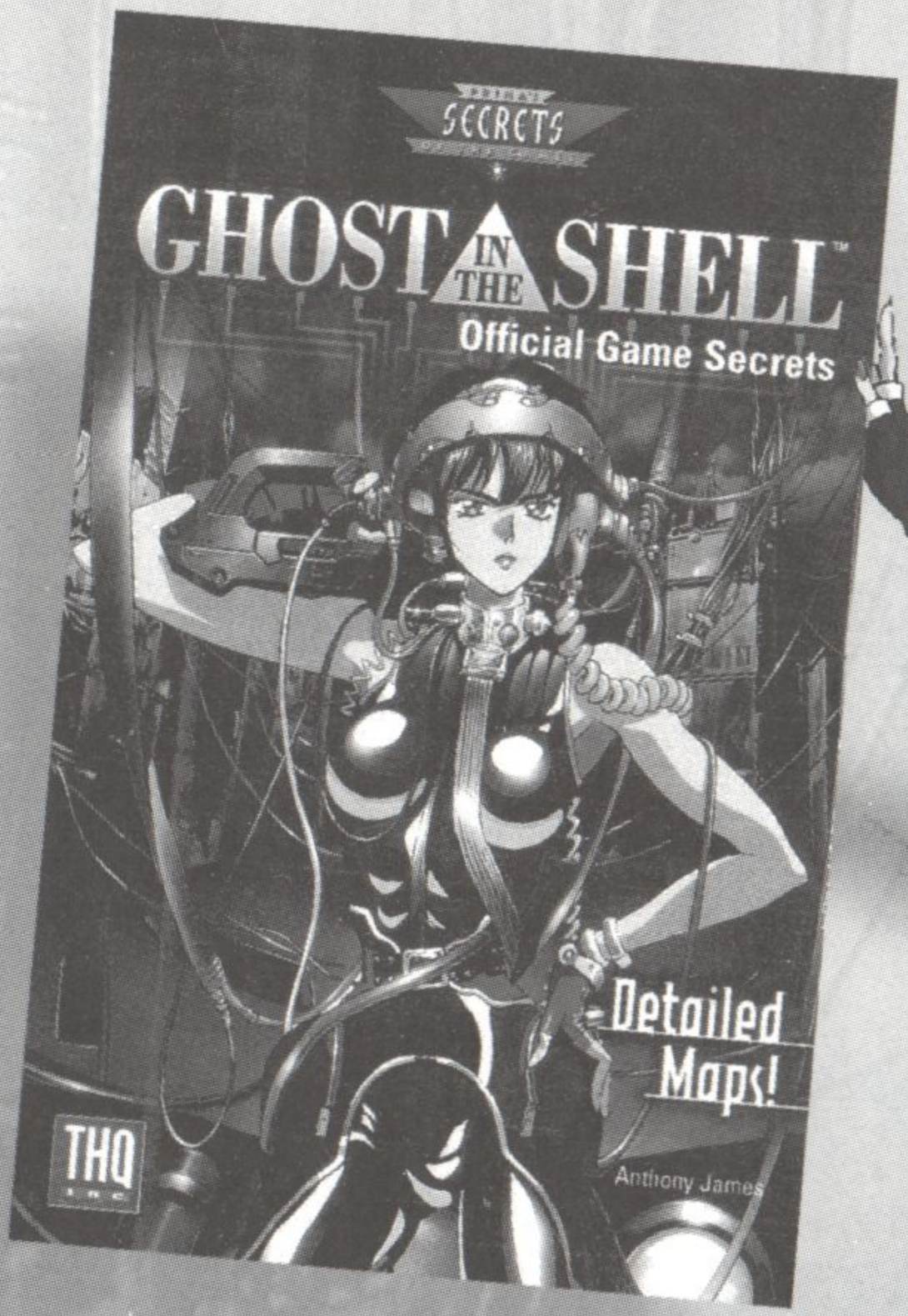
Be sure to check out the Ghost In The Shell Original VHS, Special Edition VHS, LaserDisc or DVD. Available at fine entertainment outlets everywhere.

Based on the comic published by Dark Horse Comics.

MANGA VIDEO

www.manga.com

©1997 MANGA Entertainment, Inc.



You've Got the Game Now Get the Guide!

GHOST IN THE SHELL™

Official Secrets & Solutions

Prima Publishing
Available wherever games are sold

PRIMA

PRIMA'S SECRETS OF THE GAMES

THQ INC

PSM

100% independent PlayStation Magazine

Get 2 FREE

issues of PSM - 100% independent PlayStation Magazine.

See the registration card for details.

>LIMITED WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Compact Disc (CD) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the CD, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game CD to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CD, and return your CD freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   THQ Inc. Consumer Service Department,
   5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the CD develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective CD. Send the defective CD, along with $10.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective CD will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH Of ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 225-5167

I'll Take You Out

Fresh locations,
unbelievably fast gameplay and
tons of kickin' alternative tunes.

VS.™

True Fighters - True Turf

Join the Brawl
in November

To order, call (818) 225-5167

www.thq.com

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

Ghost in the Shell © Shirow Masamune/Kodansha Ltd. © 1997 Sony Computer Entertainment Inc./Kodansha Ltd. All rights reserved. Ghost in the Shell is a registered trademark of Kodansha, Ltd. Versus © and ™ 1997 THQ Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

THQ
INC.